

# Harry Potter

## FLUFFY ACTION GAME

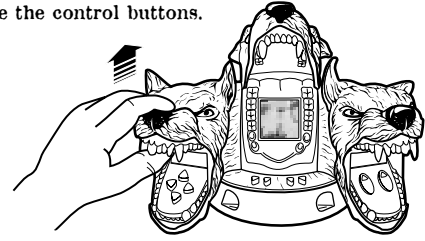
Item No. 36295  
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### INSTRUCTION



## 4 HOW TO PLAY

Open Fluffy's mouth to see the control buttons.



Press the ON/START button to turn on the game. Press ON/START to begin task 1.

In each task, you will have 6 power bars. If you ever use up all your power bar, it's a GAME OVER. You'll also lose the game if Fluffy's mouth snaps shut! When you hear Fluffy growling, that's trouble because it means Fluffy's mouth is about to S - N - A - P shut right on your fingers.

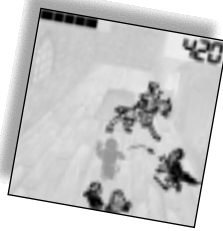
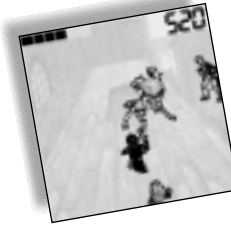
When you have a GAME OVER, open Fluffy's mouth and start over again.

### TASK 1: FLUFFY GOES TO SLEEP

OK, you've pressed the ON/START button to begin. That was the easy part. Fluffy is guarding the center of the screen and has 3 heads that snap at Harry, Hermione, and Ron as they try to get past Fluffy.

But don't worry, you can put Fluffy to sleep! Look for magic flutes to appear on screen. Move to pick up a flute! Use your directional buttons and your JUMP button to move around and to pick up the flute!

When you pick up a flute, press the ACTION button to play a note on the flute! Each time you play a note, one of Fluffy's heads will fall asleep.



As one of Fluffy's heads falls asleep, a new flute will appear somewhere else on screen.

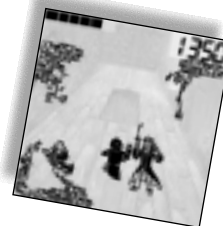
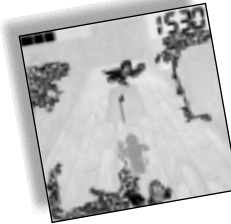
Your challenge is to run around and pick up the flutes and put all three of Fluffy's heads to sleep before time runs out. You know what that means - if time runs out, Fluffy's mouth is going to come snapping down and C - H - O - M - P!

### TASK 2: THE DEVIL'S SNARE

Press the ON/START button to begin the second task.

In this task you must face the Devil's Snare. The Devil's Snare is a big, mean, intelligent plant with lots of vines that will try and catch and hold you. It already has captured Ron.

Use your ACTION button to unleash magic from your wand that will zap the Devil's Snare with flames and it will let go of Ron. It can't stand heat and light, which is good for you!



But don't get carried away with your wand or else the Devil's Snare will get you. Move around to stay out of the way of its vines. Use your directional buttons and JUMP button to stay clear!

You complete your task by expert dodging of the Devil's Snare and by showing your extreme bravery in rescuing Ron!

If you're not quick enough, it'll be C - H - O - M - P - I - N - G time for Fluffy!

### TASK 3: WINGED KEYS

Press the ON/START button to begin your third task.

You face a locked door and a room full of flying keys. Only one key is the right key. But which one is it?

You are riding on a flying broom and must fly up to the ceiling, catch a key and then return to the door to try the key.

The keys will move to avoid you. Use your directional buttons to try and reach the key and then use your ACTION button to reach out and grab a key.

When you grab a key and it is the wrong one, you will have to let go of it. It will fly away. Then you have to fly back up to the ceiling and try your luck (and your skill!) again.

To complete your task, you must catch the correct key which will open the door before time runs out.



## 1 THE STORY

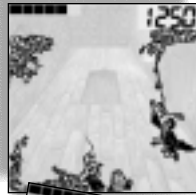
Fluffy is the three-headed dog that lives underneath the stairs at Hogwarts™ School. Fluffy's mission is simple but very important. Fluffy guards the way to the Sorcerer's Stone™. If Voldemort, who is sharing Quirrel's body, can steal the stone, he will have eternal life and will destroy Harry Potter and likely the whole world as we know it!

## 2 OBJECT OF THE GAME

In order to protect the Sorcerer's Stone™ from Voldemort, Harry, Ron and Hermione must get there first. To get it, they will need YOUR help in four exciting tasks.



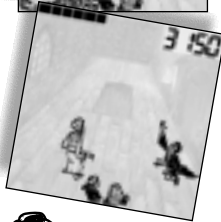
The first task is getting past Fluffy.



The second task is getting past the Devil's Snare.

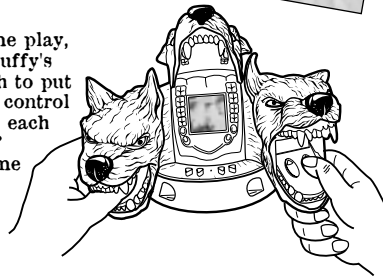


The third task is selecting the correct winged key.

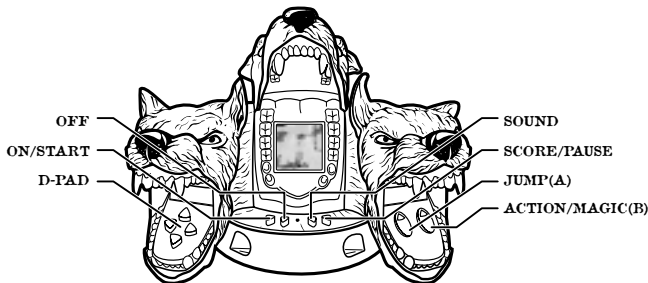


The fourth task is defeating Voldemort, who is sharing Quirrel's body.

In addition to exciting video game play, your game controller is inside Fluffy's mouth. You must be brave enough to put your fingers in Fluffy's mouth to control the action. If you don't complete each task in time, Fluffy will CHOMP down on your fingers and the game will be over!



## 3 TAKE CONTROL



- ON/START -- to turn the game on.
- ON/START -- to start each of the four tasks.
- SOUND -- to control sound: on or off.
- SCORE/TAUSE -- to see the high score earned on your game.
- SCORE/TAUSE -- to pause the game.
- OFF -- to turn off the game.
- D-PAD -- a four way directional pad that allows you to move LEFT, RIGHT, UP, and DOWN.
- ACTION/MAGIC(B) -- to use your wand or to cast a spell.
- JUMP(A) -- to jump.

We hope you can't wait to play this game, then Fluffy will growl and down comes the C - H - O - M - P !

#### TASK 4: QUIRREL/VOLDEMORT

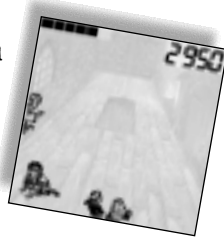
Press the ON/START button to begin your final task. By the way, congratulations to you if you've even made it this far!

In this final task, you will face the weird two-faced Quirrel/Voldemort creature. Voldemort has been weakened and must share a body and he has chosen Quirrel's. But if you don't stop him, he can get the Sorcerer's Stone™ and eternal life will be his and there will be no stopping him. So this final task is the most important one of all!

As the stage begins, you are held fast in ropes.

Quirrel/Voldemort appears and is moving back and forth on screen, inspecting the Mirror of Erised. At this point of the game, Quirrel is not thinking about you and so this is your chance to break free from your ropes!

Press the JUMP button repeatedly and quickly to break out of the ropes holding you!



Once you've got Quirrel's arm, press the ACTION button repeatedly and quickly to maintain your hold on him. It will be quite a struggle!

If Quirrel wins this struggle, you will get thrown back to the bottom of the screen and will have to catch Quirrel over again.

However, if you can win the struggle, Quirrel will be absorbed by pain and Albus Dumbledore will appear and save Harry! You WIN the game!

But if you're too slow or Quirrel is too difficult to defeat, time will run out. If time runs out, Fluffy growls...and then.... C - H - O - M - P !

It's a GAME OVER!

Remember, if you lose on any stage (by running out of power or time expires and you get C - H - O - M - P - E - D by Fluffy, you have to start over again from the first task!



#### RESET BUTTON:

After battery insertion, the RESET switch may be pushed only if the game is not working properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



### 8 CAUTION/DEFECT OR DAMAGE



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation. If a part of your FLUFFY is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department  
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, USA.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

### 9 90-DAY LIMITED WARRANTY

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$ 9.00. Payments must be by check or money order payable to Tiger Electronics.

*The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.*

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department  
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, USA.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions :

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio or television reception. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

### 5 SCORING

#### TASK 1:

- 10 POINTS for each step you go forward.
- 100 POINTS each time you put one of Fluffy's head asleep.
- 200 BONUS POINTS for completing your task.

#### TASK 2:

- 10 POINTS for each plant you dodge.
- 150 POINTS for saving Ron.
- 300 BONUS POINTS for completing your task.

#### TASK 3:

- 30 POINTS for each key you grab.
- 250 POINTS for saving Ron, Hermione and Harry.
- 500 BONUS POINTS for completing your task.

#### TASK 4:

- 50 POINTS each time you touch Quirrel.
- LOSE 30 POINTS each time Quirrel catches you.
- LOSE 100 POINTS each time you are tied up by Quirrel.
- 1000 BONUS POINTS for completing your task and winning the game!

### 6 TOY MODE

If you just want to use your game as a toy without playing the video game, you can do that, too! Here's how:

When the game is OFF, press the SOUND button to enter the toy mode.

Press the LEFT/RIGHT buttons to scroll through the sound effects from the game!

Press the ACTION button to play the current sound effect.

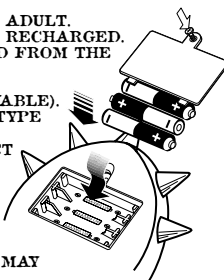
When you press the JUMP button, you'll always hear Fluffy growl!

### 7 BATTERY CAUTION

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Loosen the screw holding the battery door onto the back of the game unit and remove the door.) Insert 3 AAA/LR03 batteries. (Batteries not included) or equivalent as shown.

TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

**TIGER**  
ELECTRONICS



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